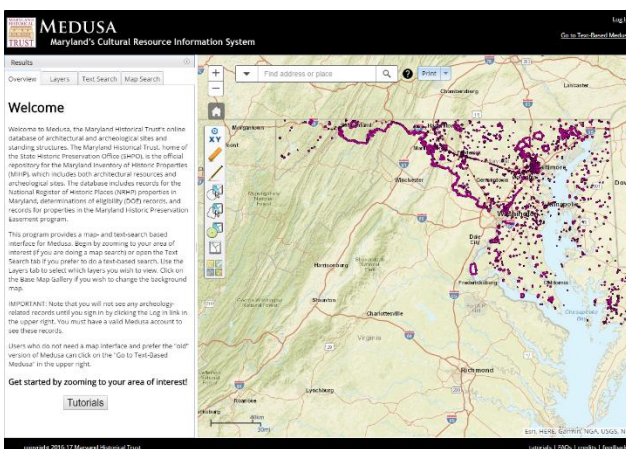


Basic Instructions

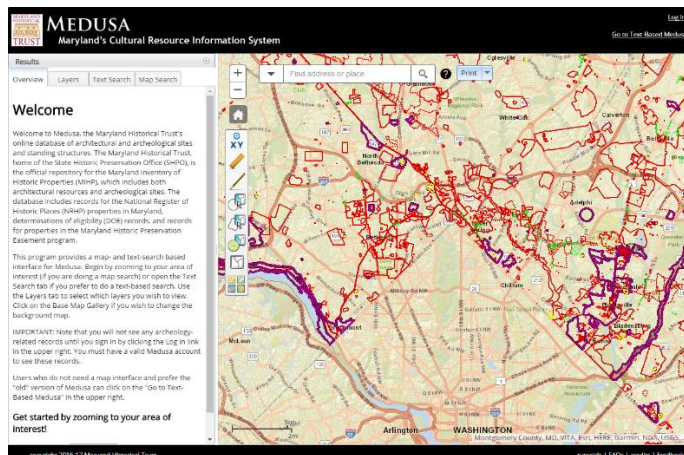
To Start

If you wish to view archeological resources, and you have a Medusa account that allows you to do so, click **Log In** in the upper right. Otherwise just proceed to the next step.

To begin, zoom to your area of interest using the Zoom In (+) button in the upper left of the map. To move side to side on the map, hold down the left mouse button (while you are on the map) and move in the direction that you want to pan. You will notice more “layers” as you zoom closer; these are turned off by default at the state-wide scale. The first to appear will be the purple National Register resources; as you zoom closer you will begin to see red MIHP resources, yellow Easements, and green short DOEs (and blue archeology resources if you are signed in and authorized).

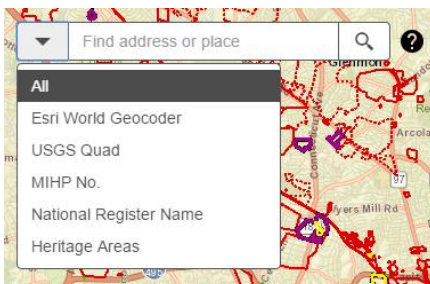


Zoom showing National Register only.

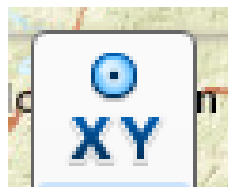


Zoomed in further, showing more layers.

If you prefer, you can also enter an address in the Search box in the upper left (the black question mark link next to it provides some help with the format you should use). Finally, if you know the latitude/longitude you can enter that using the Zoom to (Lat,Long) button on the main toolbar.



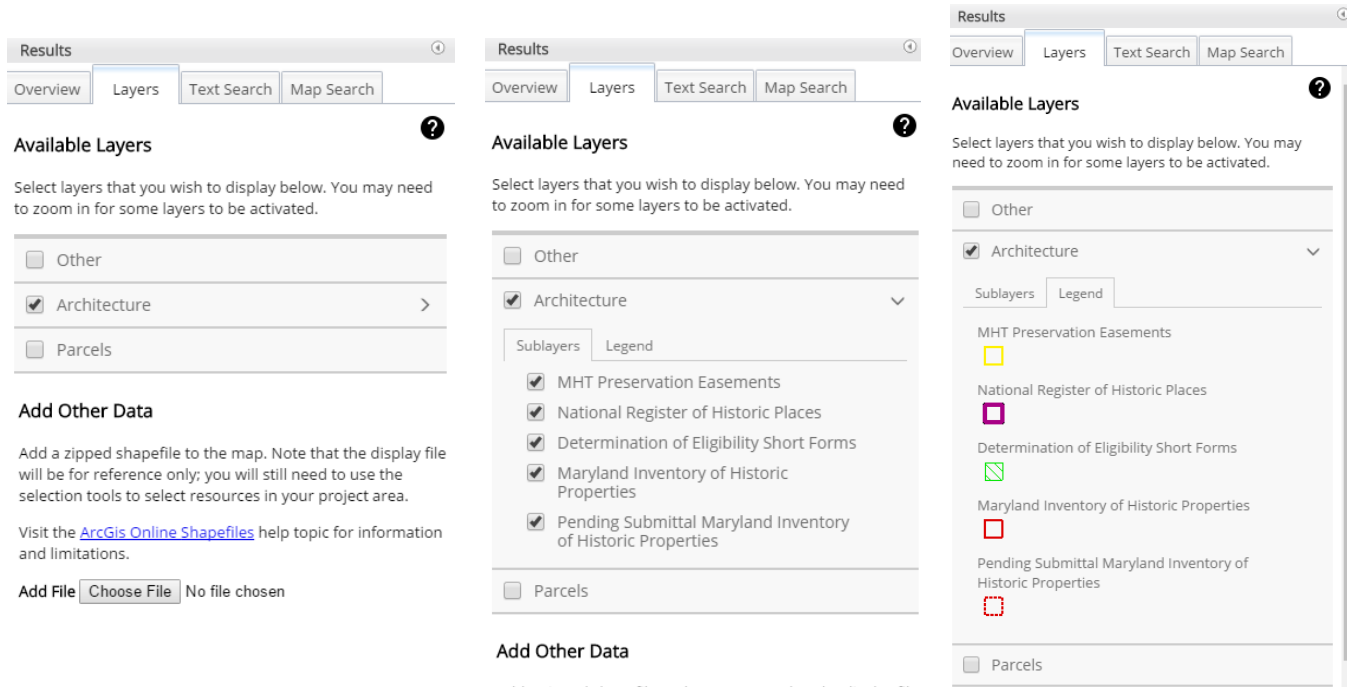
Search box.



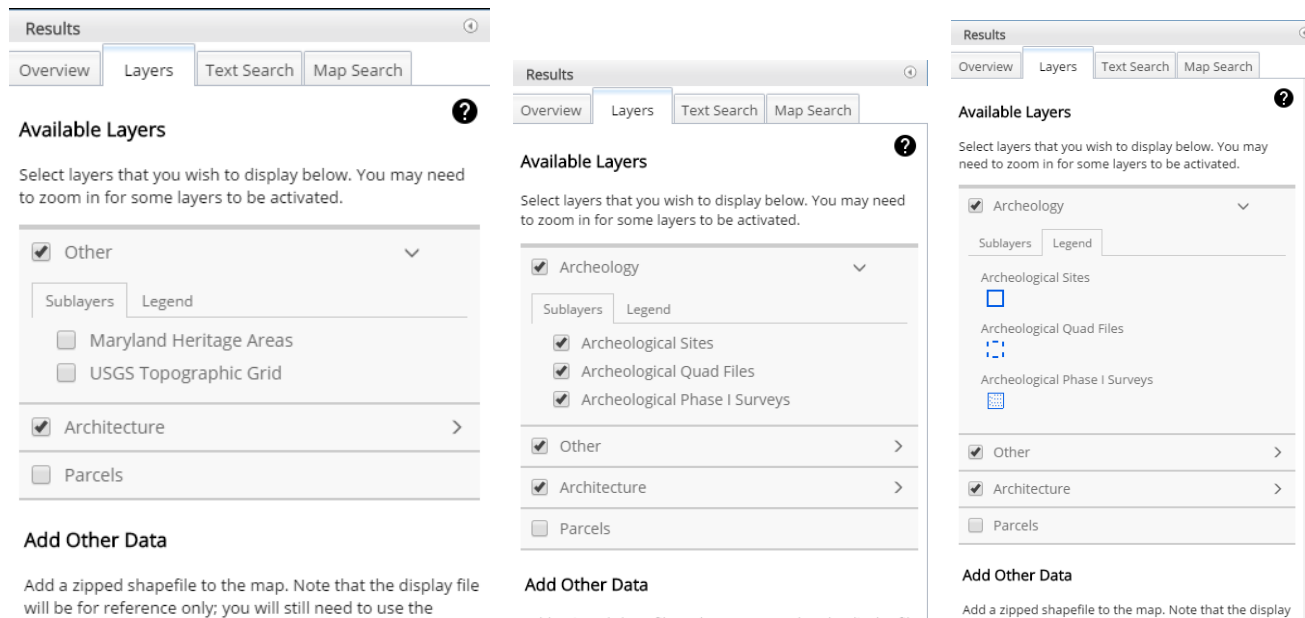
Zoom To (Lat, Long) button at the top of the main toolbar.

Layers

Turn layers on and off, and see what individual layers are available, using the “Layers” tab. Click on the arrows on the right to expand your choices.



Layers tab. Left, tab when first opened (“Archeology” will also be available if you are logged in). Center, tab with Architecture section expanded, and after clicking on “Legend.”

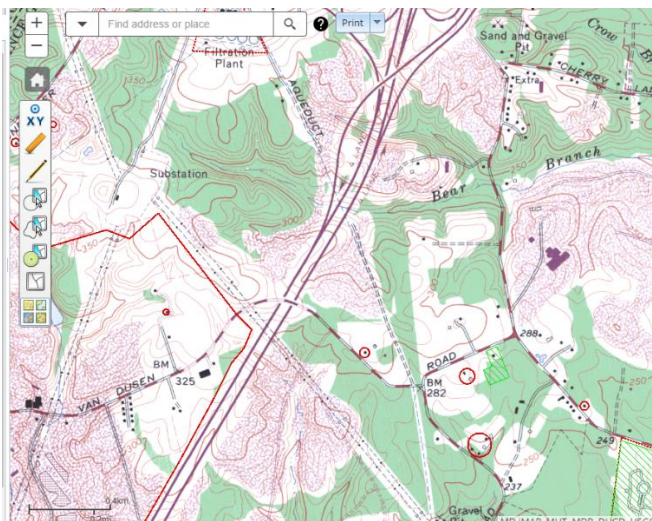
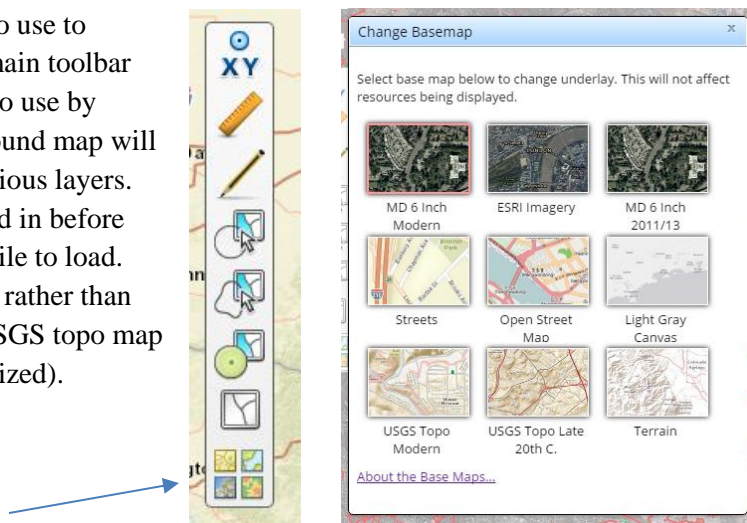


“Other” section includes Heritage Areas and USGS quad boundaries; “Archeology” section includes Archeological Sites, Archeological Quad Files, and Phase I Surveys.

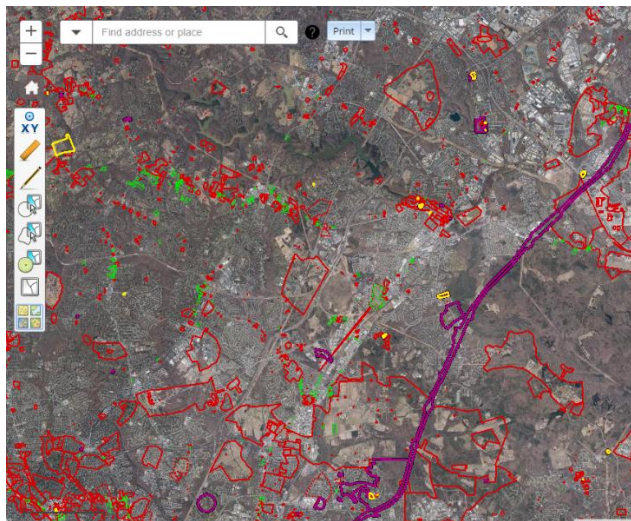
In each section (Architecture, Archeology, and Other) you will see the available layers. Click the checkboxes to turn them on and off. Select Legend to see the layer names and colors. You can again click the arrows on the right to “roll up” the options. You can also click “Parcels” to turn MD iMap parcel data off and on; it is best to do this when you are zoomed in as the data otherwise may take some time to load.

Change Base Map

You can also select the background image that you wish to use to overlay the resources. Click on Change Basemap on the main toolbar (the one with four small maps). Select the map you want to use by clicking on the appropriate thumbnail image. The background map will change; this will not affect any of the resources on the various layers. As with the Parcels layer, you probably want to be zoomed in before selecting any of the aerial imagery, as these can take a while to load. Archeologists may want to select USGS Topo Late 20th C rather than USGS Topo Modern, as the former shows more detail (USGS topo map format was changed in the early 2000s to be more generalized).



Topo Late 20th Century base map.



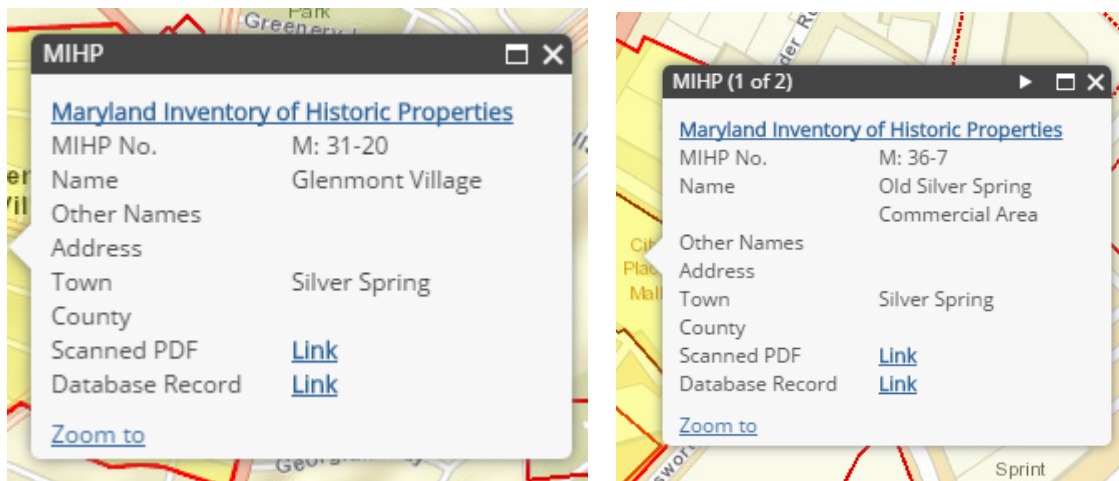
Aerial imagery base map

You can switch base maps at any time while working with the layers. To learn more about each base map, click on the “About the Base Maps...” hyperlink at the bottom of the popup window.

Selecting Features

Once you have set the layers that you want to see, you may start selecting features.

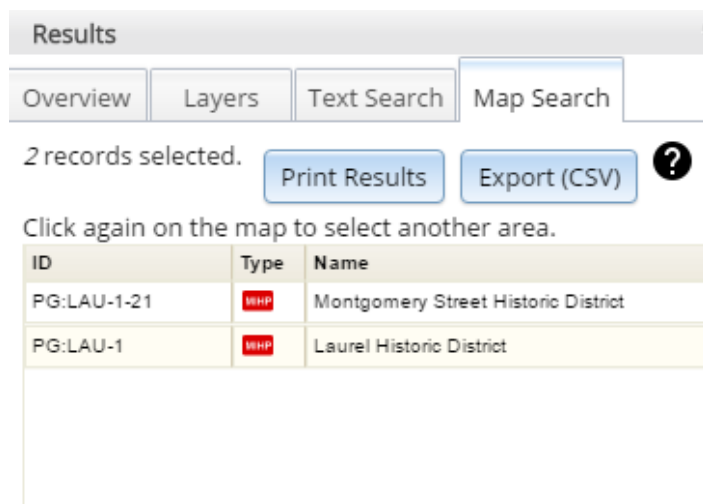
To get information about a single feature, click on it on the map. You will see a “info box” with the basic information, along with links to the database record (that is, the record in text-based Medusa) and (if applicable) the scanned PDF. When you click on either link, the record or PDF will open in a separate tab.



Left, “info box” showing one MIHP resource selected with PDF and database record link available. Right, info box showing 1 of 2 resources selected; click on the arrow in the top bar to scroll through the other records, click on the X in the right corner to close the box.

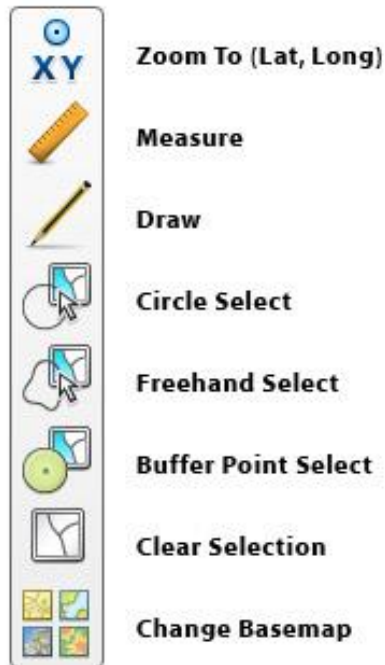
If you selected a point where two or more resources overlap (a building and a district, for instance, or a building on both the MIHP and National Register), you will see a “1 of xxx” in the title bar of the info box. Click on the right-pointing arrow next to it to scroll to the next resource at that point.

Your selected resource or resources will also show up in the Map Search tab on the left. This will enable you to see all the resources in a grid, and to print or export the results.

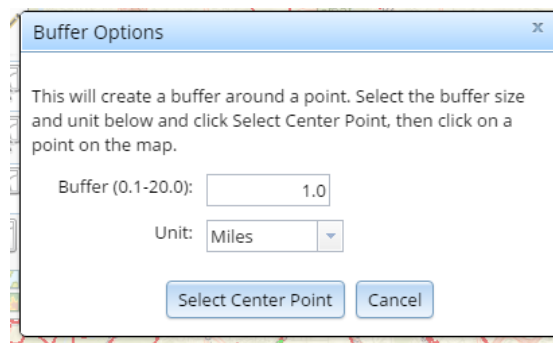


Map Search tab with two resources selected.

You may also select features using the “selection tools” in the toolbar below the Zoom and Home buttons on the left of the map. Three tools are available: Circle Select, which allows you to draw a circle for your selection; Freehand Select, which likewise allows you to draw an irregular polygon; and Buffer Point Select, which allows you to define the exact radius of the circle you draw.



Main toolbar.



Buffer Point Options.

There is a Clear Selection button to remove any polygons or circles that are drawn. Close any info boxes that are no longer needed using the X button at the top right of each info box.

Using the Map Search Grid

The map search results grid (in the left pane on the Map Search tab) also allows you to navigate among your results. Close the info box on the map by clicking on the X in the upper right, then click on the row you want to see in the left pane grid. The paper will be re-centered on that feature, and a marker will appear identifying the feature. You can go directly to the Medusa record by clicking the icon in the Type column (the record will open in a new tab, so you will not lose your search results). When you are done looking at the Medusa record, close the tab by clicking the X in the browser bar of the selected tab (or you can leave the tab with the record open if you want to inspect several resources, each will open in its own tab). The Print or Export buttons will generate a list of all the resources in the results grid.

MEDUSA
Maryland's Cultural Resource Information System

Results: 67 records selected. [Print Results](#) [Export \(CSV\)](#)

Click again on the map to select another area.

ID	Type	Name
NR	Icon	Fat Oxen
NR	Icon	Stancioff House
DOE-FR-0044	Icon	Concrete-Block Building
DOE-FR-0040	Icon	8921 Reichs Ford Road
DOE-FR-0122	Icon	Bridge 1007700 Park Mills Road over IS
DOE-FR-0070	Icon	Bridge No. 10078
DOE-FR-0041	Icon	8927 Reichs Ford Road
F-7-35	Icon	Dr. Benjamin C. Perry House
F-5-6	Icon	Reich's Ford Bridge 71 (07-07)
F-5-7	Icon	Reich's Ford Bridge 72
F-5-10	Icon	Jhamsville Methodist Episcopal Church
F-5-11	Icon	Jhamsville School House
F-7-102	Icon	Worthington Log House
F-7-108	Icon	George W. Horman House & Outbuilding
F-7-38	Icon	Centerville Survey District
F-5-9	Icon	Riggs Sanitarium
F-7-31	Icon	Urbana Survey District
F-7-134	Icon	George F. Tabler Farm
F-7-40	Icon	Elisha Beall House
F-7-101	Icon	Ball Place
F-7-142	Icon	Wilcom Farmstead
F-7-137	Icon	Charles Hendry Farm
F-5-159	Icon	Stone Culverts, Baltimore & Ohio Railroad
F-7-34	Icon	Ebenezer Methodist Episcopal Church
F-7-3	Icon	Stancioff House

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Click on row to re-center map, icon in Type column to get Medusa database record (where applicable, and in a new tab), or column name to sort by that column.

You can also sort the results grid by clicking on the column head.

Text Search

Finally, the text search option is available as it is in text-based Medusa. Go to the Text Search tab in the left pane, and select either Architecture or Archeology (if you are not logged in, clicking on the Archeology Search button will take you to the Log In screen).

The image shows two parts of the Medusa interface. On the left is the 'Text Search' tab in the left pane, with buttons for 'Architecture' and 'Archeology'. On the right is the 'Log In' dialog box. The dialog box has a title bar 'Log In' and a close button. It contains text explaining that users must have an account to view archaeological records. It provides a link to 'Request an Account' and contact information for Jen Chadwick-Moore. There are two main sections: 'Log In' with fields for 'Email Address' and 'Password', a 'Remember me next time.' checkbox, and 'Log In' and 'Forgot Password?' buttons; and 'No Account?' with a 'Continue As Guest' button. At the bottom, it states that by using the site, users agree to the Terms and Conditions, with links to 'viewed online' or 'download a PDF version'.

Select your text search type.

Log In screen shows up when you are not logged in and click Archeology Search.

If you do not have an account and do not want to request one, just click the close (X) button in the upper right.

Select your search options as you do with text-based Medusa. If you are not sure about a name, partial strings are accepted, so “brook” in the Property Name field will match “Delabrook,” “De La Brook,” and “dela Brook.” If you make a mistake, just delete the values (or select the blank option in a dropdown list). Be sure to click Submit when you are ready to do the search.

The image shows the 'Medusa Architecture Search' dialog box. It has a title bar 'Medusa Architecture Search' and a close button. It contains several input fields: 'County' (dropdown), 'Quad' (dropdown), 'Inventory Number' (text), 'Property Name' (text, containing 'brook'), 'Address' (text), 'City/Town' (text), 'District' (dropdown), and 'Refine Search' (dropdown, set to 'Global Search (Search Everything)'). There is a 'Submit' button at the bottom.

Architecture Search box

The image shows the 'Medusa Archeology Search' dialog box. It has a title bar 'Medusa Archeology Search' and a close button. It contains several input fields: 'County' (dropdown), 'Site Number' (text), 'Site Name' (text), 'Site Type Description' (text), 'Prehistoric/Historic' (dropdown, set to 'All Sites'), 'Terrestrial/Underwater' (dropdown, set to 'All Sites'), 'Physiographic Province' (dropdown), 'Time Period' (dropdown), 'Diagnostics' (text), 'Synthesis' (checkbox, labeled 'Included in Synthesis Project'), and 'Refine Search' (dropdown, set to 'Global Search (Search Everything)'). There is a 'Submit' button at the bottom.

Archeology Search box.

Results

Overview

Layers

Text Search

Map Search

111 records selected

New Search

Print Results

Export (CSV)

ID	MHP	NR	Ese	DOE	PDF	Name
AL-VI-C-116						Koontz Coal
AL-VI-C-117						Detmold Fan
AL-VI-C-118						Shaw Mansi
AL-VI-C-119						Butcher Run
AL-VI-C-120						Hoffa House
AL-VI-C-121						Green Brick
AL-VI-C-122						Barton Schol
AL-VI-C-123						Odd Fellows
AL-VI-C-124						Shaw Frame
AL-VI-C-125						German Luth
AL-VI-C-127						Morrison Log
AL-VI-C-170						
AL-VI-C-181						Anderson Sa
AL-VI-C-182						Campbell Co
AL-VI-C-183						Patterson Fr
AL-VI-C-184						Damley and
AL-VI-C-185						Durst Board
AL-VI-C-186						Beveredge F
AL-VI-C-187						Tichnell Salt
AL-VI-C-188						Hyde Frame
AL-VI-C-189						Warmack Salt
AL-VI-C-190						Boal House
AL-VI-C-191						Williams Stor

Results

Overview

Layers

Text Search

Map Search

111 records selected

New Search

Print Results

Export (CSV)

ID	MHP	NR	Ese	DOE	PDF	Name
AL-VI-C-116						Koontz Coal
AL-VI-C-117						Detmold Fan
AL-VI-C-118						Shaw Mansi
AL-VI-C-119						Butcher Run
AL-VI-C-120						Hoffa House
AL-VI-C-121						Green Brick
AL-VI-C-122						Barton Schol
AL-VI-C-123						Odd Fellows
AL-VI-C-124						Shaw Frame
AL-VI-C-125						German Luth
AL-VI-C-127						Morrison Log
AL-VI-C-170						
AL-VI-C-181						Anderson Sa
AL-VI-C-182						Campbell Co
AL-VI-C-183						Patterson Fr
AL-VI-C-184						Damley and
AL-VI-C-185						Durst Board
AL-VI-C-186						Beveredge Fr
AL-VI-C-187						Tichnell Salt
AL-VI-C-188						Hyde Frame
AL-VI-C-189						Warmack Salt
AL-VI-C-190						Boal House
AL-VI-C-191						Williams Stor
AL-VI-C-192						Marbush S

Medusa

Maryland's Cultural Resource Information System

+

-

Home

XY

Measure

Info

Layers

Legend

Full Screen

Find address or place

Print

111 records selected

New Search

Print Results

Export (CSV)

AL-VI-C-116

AL-VI-C-117

AL-VI-C-118

AL-VI-C-119

AL-VI-C-120

AL-VI-C-121

AL-VI-C-122

AL-VI-C-123

AL-VI-C-124

AL-VI-C-125

AL-VI-C-127

AL-VI-C-170

AL-VI-C-181

AL-VI-C-182

AL-VI-C-183

AL-VI-C-184

AL-VI-C-185

AL-VI-C-186

AL-VI-C-187

AL-VI-C-188

AL-VI-C-189

AL-VI-C-190

AL-VI-C-191

AL-VI-C-192

0.4km

0.2mi

Log In

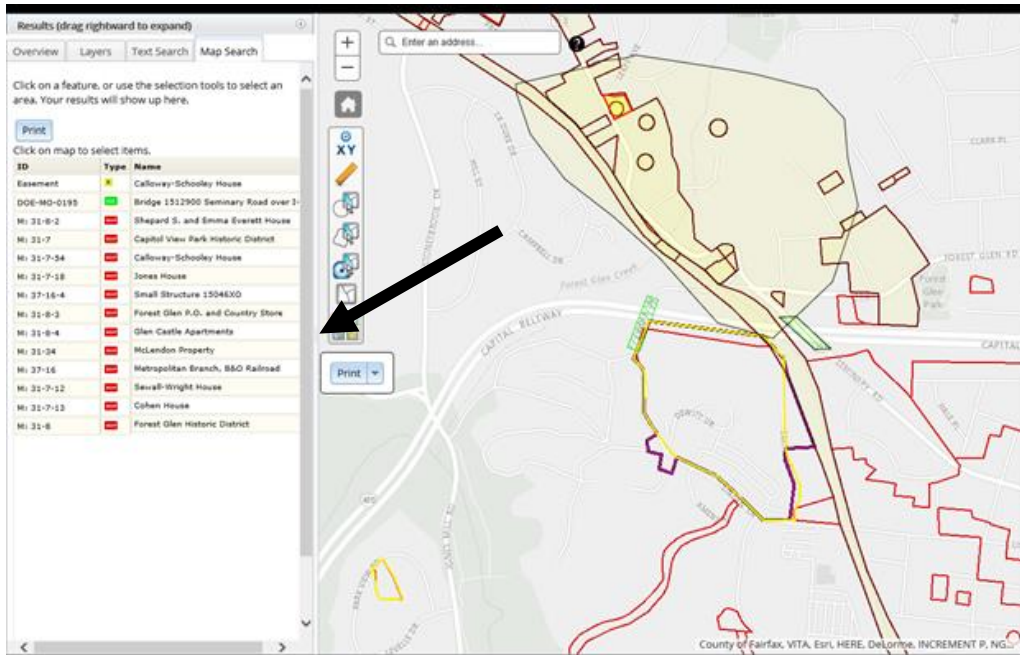
Go to Text-Based Medusa

Medusa, Maryland's Cultural Resource Information System	
<p>Maryland Inventory of Historic Properties (Architectural Inventory)</p> <p>Search Reports Back Log In</p>	
<p>General Information Print Detail</p> <p>Inventory Number: M: 31-7 Name: Capitol View Park Historic District</p> <p>Other Names:</p> <p>Documentation Status: <input type="checkbox"/> No longer extant</p>	
<p>Scanned Forms</p> <p>Open Scanned Inventory Form Last Scan: 3/14/2004 <input type="checkbox"/> Additional Info in Survey File</p>	
<p>About the Resource</p> <p>Comments:</p> <p>See Also:</p>	
<p>Address Information</p> <p>Address: Town: Silver Spring Zip Code: 20910</p> <p>Counties: Montgomery USGS Quad(s): Kensington</p>	
<p>Related Records Click on hyperlink to go to related record</p> <p>NHPSP No NHPSP Records Easement No Easement Records DOE Capitol View Park Historic District</p>	
<p>Historic or Survey District Information</p> <p>Within NR listed or eligible district: <input type="checkbox"/> Within Survey District: <input checked="" type="checkbox"/></p>	

Please note that this information is only available at the MHT Library in Croftsville, MD. Currently map data and additional miscellaneous notes in the vertical files are not available remotely (although an online interactive map application is planned during 2014). Although scanned versions of the forms are available (see the "Open Scanned Inventory Form" link), consultants will also want to see the most updated information in the Survey file which include prints of photographs etc. (especially if there is other material, noted with a check in "Additional Info in Survey File" above).

8 April 2017

Note that you can increase or decrease the size of the left pane by dragging the “handle” on the right; hover in the right margin over the small vertical line in the middle until the margin highlights and you see a double-headed arrow, then hold the left mouse button down and start dragging. This does not affect anything on the map, so you can resize the left pane as you prefer at any time.



Resize left and right panes using the handle (beside the right scrollbar in the left pane), or click on the small arrow in the upper right corner of the left pane.

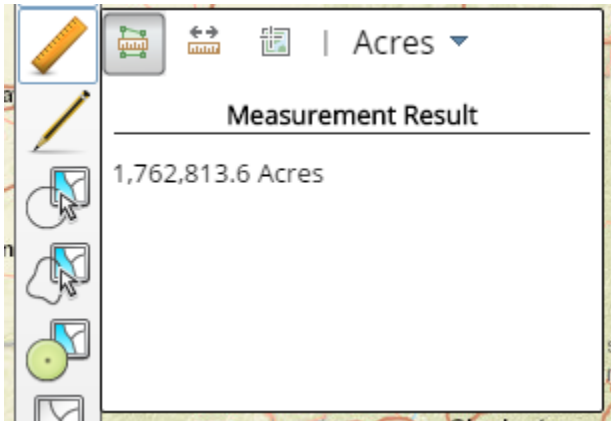
Note also that the Text Search and Map Search panes operate independently, so after you do a Text Search, if you open the Map Search tab you may still see the results of your last map search. This will refresh the next time when you select a feature or features on the map. Likewise, the results of your last Text Search will remain in the Text Search tab until you do another Text Search, regardless of whether you have selected anything in the meantime using the Map Search tools.

This will enable you to return to the results of your searches while you use another navigation method, but may be a little confusing until you get used to it.

Other Tools

Measure

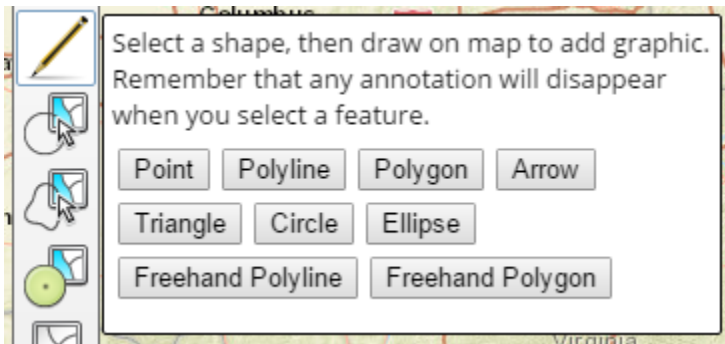
You will find a “Measure” tool on the toolbar. Click on it to measure distance and area, or to locate a point’s latitude/longitude. Click on the Measure button again to close the tool.



Click on icons at the top to measure area, distance, display lat/long as you move around on the map.

Draw

The Draw tools allow you to temporarily annotate the map for printing. Use any one of the tools to draw on the map, then when you are done select the Print button on the map to print out the result.



IMPORTANT: Because the annotation takes place on the same layer used for feature selection, make sure that you do not select a feature while you are annotating; selecting a feature will make your drawing annotation disappear. If this happens, you will have to re-draw the annotation. But you can draw multiple annotations (for instance, a circle and an arrow) without losing anything.

Any annotation drawn on the map will be discarded when you close the browser. You can also use the Clear Selection tool to remove any annotation if you make a mistake.

Add Other Data

On the Layers tab, you can upload your own shapefile in the “Add Other Data” section.

Note that the uploaded file will show up in the correct geographic location, but it cannot currently be used to select features. However, using the Freehand Select tool you can then trace over the uploaded polygon to select features in your project area.

Add Other Data

Add a zipped shapefile to the map. Note that the display file will be for reference only; you will still need to use the selection tools to select resources in your project area.

Visit the [ArcGis Online Shapefiles](#) help topic for information and limitations.

Add File No file chosen

Add shapefile here. Note that the shape file must be in ZIP format; use the “ArcGIS Online Shapefiles” link for further instructions.